

FORGOTTEN REALMS

Baldur's Gate™

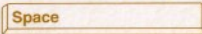




Quick Reference Card



<http://www.replacementdocs.com>



Baldur's Gate

Quick Reference Card



PAUSE/UNPAUSE Press  or  to pause on or off (to play the game like a turn-based game). When paused you can assign actions to any of your characters - they will perform these actions when you un-pause.


HELP Press  or hold the pointer over an object to bring up a tool tip. You can configure how quickly the tool tips appear on the Options Screen.



RESTING Press  on any secondary screen to rest [or] talk to an inn keeper and choose the Rent Room option 

 **GAME SCREEN** 

CHARACTER SELECTION

Select Single Character L click on character, or L click on character portrait or, Select Character 1 - 6  - 


Select Group Drag a box around characters with L click of the mouse, or: 

Add/Remove  + L click on character or character portrait, or  and drag a box around characters with L click




Center on Character Double L click on character, or Double L click on character portrait

MOVEMENT/ACTIONS

Walk to Point L click on ground to make the selected character(s) walk there.




Walk to Waypoint  + L click on ground creates a series of waypoints that your character(s) will follow.

Rotate Formation R click and drag in circular motion when you have more than one character selected. The characters will walk to the formation that you have assigned, and face the new direction.

 **Guard** 
Protect Creature L click on , L click on creature. Your character will protect this creature and fight anyone who attacks.

Protect Point L click on , L click on ground.




Protect Area L click on , L click and drag to define the area.



 **Talk** 
L click on , L click on creature.

 **Quick Weapon**
Attack L click on , L click on creature you wish to attack.





Select Ammo R click on , L click on desired ammo.

 **Group Attack**
L click on , L click on creature you wish to attack.

 **Cast Spell** 
L click on , L click on desired spell, L click on target.

 **Quick Spell**
Cast Spell L click on , L click on target.

Configure R click on , L click on desired spell.

**Use Item**L click on  , L click on desired item, L click on target.**Quick Item**Use Item L click on  , L click on target.Configure R click on  , L click on desired choice.**Turn Undead****Bard Song****Detect Traps and Secret Doors****Thieving**Pick Pockets L click on  , L click on creature Open Locks L click on  , L click on door or chest Remove Traps L click on  , L click on trapped door or chest **Stealth****Special Abilities**L click on  , L click on ability, L click on target.**Group Stop/Stop Current Action****Group Formations****MAP SCREEN** **Area Map:**

Change View Area

L drag green box.

Zoom In On Point

L double click on point.

Zoom In On Character

L double click on character's ring, or R click on character portrait.

World Map:

Scrolling

Left drag when  appears.**JOURNAL SCREEN** **OPTIONS SCREEN** **INVENTORY SCREEN** **CHARACTER RECORD** **MAGE BOOK SCREEN**  and  **PRIEST SCROLL SCREEN** **Memorize:**

L click on spell slots to choose spells to memorize. These spells will be memorized the next time the party rests.

Description:

R click on spell icon to see the spell description.

Copy**From Scroll:**

R click on the scroll. L click on the "Write Magic" button.

LIST OF CHARACTER STATE ICONS

	Bad Luck		Held		Prot. from Magic
	Bard Song		Heroism		Prot. from Missiles
	Barkskin		Intoxicated		Prot. from Petrification
	Bezerk		Invulnerability		Prot. from Poison
	Blessed		Level Up		Prot. from Undead
	Blind		Luck		Regenerate
	Chant		Magic Armor		Resist Fear
	Charm		Nondetection		Resist Fire-Cold
	Confusion		Panic		Rigid Thinking
	Cursed		Poisoned		Shield
	Dire Charm		Prot. from Acid		Silenced
	Disease		Prot. from Cold		Sleep
	Fatigued		Prot. from Electricity		Slowed
	Free Action		Prot. from Evil		Strength
	Haste		Prot. from Fire		

LIST OF CURSORS

	Attack		Locked Chest/Door		Remove Traps
	Blocked Location		Move		Rotate Formation
	Cast Spell		Open Door		Take Stairs
	Change Marching Order		Open Locks		Talk
	Enter Door		Pick Pockets		Thieving
	Follow		Pick Up Item		Travel
	Guard				

PRIEST SPELLS

1st-LEVEL SPELLS

 Bless	 Entangle	 Remove Fear
 Command Word: Die	 Magic Stone	 Sanctuary
 Cure Light Wounds	 Protection from Evil	 Shillelagh
 Detect Evil		


2ND-LEVEL SPELLS

 Aid	 Find Traps	 Resist Fire and Cold
 Barkskin	 Flame Blade	 Silence 15' Radius
 Chant	 Goodberry	 Slow Poison
 Charm Person or Mammal	 Hold Person	 Spiritual Hammer
 Draw Upon Holy Might	 Know Alignment	

3RD-LEVEL SPELLS

 Animate Dead	 Hold Animal	 Remove Curse
 Call Lightning	 Invisibility Purge	 Remove Paralysis
 Dispell Magic	 Miscast Magic	 Rigid Thinking
 Glyph of Warding	 Protection from Fire	 Strength of One

4th-LEVEL SPELLS

 Animal Summoning 1	 Free Action	 Neutralize Poison
 Cure Serious Wounds		

5th-LEVEL SPELLS

 Animal Summoning 2	 Flame Strike	 Raise Dead
 Cure Critical Wounds		

MAGE SPELLS

1st-Level Spells

 Armor	 Color Spray	 Magic Missile
 Blindness	 Friends	 Prot. from Evil
 Burning Hands	 Grease	 Shield
 Charm Person	 Identify	 Shocking Grasp
 Chill Touch	 Infravision	 Sleep
 Chromatic Orb	 Larloch's Minor Drain	






2nd-Level Spells

 Agannazar's Scorchers	 Invisibility	 Prot. from Petrification
 Blur	 Knock	 Resist Fear
 Detect Evil	 Know Alignment	 Stinking Cloud
 Detect Invisibility	 Luck	 Strength
 Ghoul Touch	 Melf's Acid Arrow	 Vocalize
 Horror	 Mirror Image	 Web

3rd-Level Spells

 Clairvoyance	 Ghost Armor	 Nondetection
 Dire Charm	 Haste	 Protection from Normal Missiles
 Dispel Magic	 Hold Person	 Skull Trap
 Fireball	 Lightning Bolt	 Slow
 Flame Arrow	 Monster Summoning 1	 Vampiric Touch

4th-Level Spells

 Confusion	 Improved Invisibility	 Monster Summoning 2
 Dimension Door	 Minor Globe of Invulnerability	

5th-Level Spells

 Animate Dead	 Monster Summoning 3	 Shadow Door
 Cloud Kill		